CLAIMS

What is claimed is:

1   1.   An online gaming system for playing games, the system comprising:

2   at least one wireless terminal adapted to run a game to be played with at least

3   one of another terminal and a game platform running the game; and

4   a game program for providing at least one game-related predefined message based

5   on a predefined game-related criteria, the predefined message being sent to at least one of a

6   plurality of preselected destination addresses taking into consideration terminal capabilities of

7   the preselected destination addresses and being subject to interaction with a user of the at least

8   one wireless terminal.

1   2.   The online gaming system of claim 1, wherein the predefined game-

2   related criteria comprises an event that is related to the game and is predefined.

1   3.   The online gaming system of claim 2, wherein the predefined game-

2   related event comprises one of capturing an opponent, beating the opponent, killing the

3   opponent, hitting the opponent, seeing the opponent, being captured, being killed, being hit, and

4   being seen by the opponent during the game.

1   4.   The online gaming system of claim 2, wherein the game program

2   comprises means for scanning for game-related events.

1   5.   The online gaming system of claim 4, wherein the predefined game-

2   related criteria are met where at least one of the game-related events match at least one of a

3   plurality of predefined game-related events.

1   6.   The online gaming system of claim 5, wherein the at least one game-

2   related predefined message comprises content related to the at least one game-related event if the

3   predefined game-related criteria are met.

1   7.   The online gaming system of claim 2, wherein the game program

2   comprises an indicator to be displayed when the at least one game-related predefined message

3   appropriate to the at least one predefined game-related event is available for activation.

1   8.   The online gaming system of claim 2, wherein the at least one game-

2   related predefined message comprises an automated message that is sent automatically to the

3   preselected destination address when at least one of the conditions matching any of the at least

4   one predefined game-related criteria is identified.

1   9.   The online gaming system of claim 1, wherein the at least one wireless

2   terminal comprises a dedicated button to be activated by the user to send the at least one game-

3   related predefined message to the at least one destination address.

1   10.   The online gaming system of claim 1, wherein the at least one game-

2   related predefined message comprises at least one of a game-play message to be sent to the

3   preselected destination address during a game, and a game-environment message related to

4   playing a game to be sent to the preselected destination address before or after the game.

1   11.   The online gaming system of claim 1, wherein the at least one game-

2   related predefined message comprises at least one of voice, text, sound, an image, a picture, a

3   video, and a multimedia message.

1   12.   An online gaming system for playing games, the system comprising:

2   at least one wireless terminal adapted to run a game to be played with at least one

3   other terminal and/or a game platform running the game;

4   a processor within the at least one wireless terminal for controlling functions

5   relating to the game;

6   a storage device in communication with the processor;

7   a game program operative on at least one of the processor of the wireless terminal

8   and at the game platform for:

9   maintaining in the storage device a database identifying at least one set of

10   predefined messages available to send to at least one of a plurality of preselected

11   destination addresses;

12   scanning game-related events to identify conditions matching any of at

13   least one predefined game-related criteria; and

30

14   providing, based on any of the predefined game-related criteria, at least

15   one game-related predefined message when at least one of the conditions

16   matching any of the at least one predefined game-related criteria is identified,

17   wherein the at least one predefined message is sent to the at least one of a

18   plurality of preselected destination addresses taking into consideration terminal

19   capabilities of the preselected destination addresses and is subject to interaction

20   with a user of the at least one wireless terminal.

1   13.   The online gaming system of claim 12, wherein the predefined game-

2   related criteria comprises an event that is related to the game and is predefined.

1   14.   The online gaming system of claim 13, wherein the predefined game-

2   related event comprises one of capturing an opponent, beating the opponent, killing the

3   opponent, hitting the opponent, seeing the opponent, being captured, being killed, being hit, and

4   being seen by the opponent during the game.

1   15.   The online gaming system of claim 12, wherein the game program

2   comprises an indicator to be displayed when the at least one game-related predefined message

3   appropriate to the at least one predefined game-related event is available for activation.

31

1   16.   The online gaming system of claim 12, wherein the at least one wireless

2   terminal comprises a dedicated button to be activated by the user to send the at least one game-

3   related predefined message to the at least one of a plurality of preselected destination addresses.

1   17.   The online gaming system of claim 12, wherein the at least one game-

2   related predefined message comprises at least one of a game-play message to be sent to the

3   preselected destination address during a game, and a game-environment message related to

4   playing a game to be sent to the preselected destination address before or after the game.

1   18.   The online gaming system of claim 12, wherein the at least one game-

2   related predefined message comprises at least one of voice, text, sound, an image, a picture, a

3   video, and a multimedia message.

1   19.   A method of providing an online gaming system for playing games, the

2   method comprising:

3   connecting at least one wireless terminal adapted to run a game to be played with at

4   least one of another wireless terminal and a game platform running the game;

5   scanning game-related events to identify conditions matching any of at least one

6   predefined game-related criteria; and

7   providing, based on any of the predefined game-related criteria, at least one game-

8   related predefined message when at least one of the conditions matching any of the at least one

9   predefined game-related criteria is identified, wherein the at least one game-related predefined

10   message is subject to interaction with a user of the wireless terminal and is sent to at least one of

11   a plurality of preselected destination addresses taking into consideration terminal capabilities of

12   the preselected destination addresses.

1   20.   The method of claim 19, wherein the predefined game-related criteria

2   comprises an event that is related to the game and is predefined.

1   21.   The method of claim 20, wherein the predefined game-related event

2   comprises one of capturing an opponent, beating the opponent, killing the opponent, hitting the

3   opponent, seeing the opponent, being captured, being killed, being hit, and being seen by the

4   opponent during the game.

1   22.   The method of claim 19, wherein the at least one game-related predefined

2   message comprises at least one of a game-play message to be sent to the preselected destination

3   address during a game, and a game-environment message related to playing a game to be sent to

4   the preselected destination address before or after the game.

1   23.   The method of claim 19, wherein the at least one game-related predefined

2   message comprises at least one of voice, text, sound, an image, a picture, a video, and a

3   multimedia message.

1   24.   A wireless terminal for playing games, the terminal comprising:

33

By Express Mail # EL628565162US

2   a processor for controlling functions relating to a game;

3   a storage device in communication with the processor;

4   a primary input in communication with the processor for registering game-related

5   commands input by a user of a wireless terminal;

6   a game program operative on the processor of the wireless terminal for:

7   maintaining in the storage device a database identifying at least one set of

8   predefined messages available to send to at least one of a plurality of preselected

9   destination addresses;

10   scanning game-related events to identify conditions matching any of at

11   least one predefined game-related criteria; and

12   providing, based on any of the predefined game-related criteria, at least

13   one game-related predefined message when at least one of the conditions

14   matching any of at least one predefined game-related criteria is identified,

15   wherein the at least one predefined message is sent to at least one of a plurality of

16   preselected destination addresses taking into consideration terminal capabilities of

17   the preselected destination addresses and is subject to interaction with a user of

18   the at least one wireless terminal.

1   25.   The wireless terminal of claim 24, wherein the predefined game-related

2   criteria comprises an event that is related to the game and is predefined.

34

1   26.   The wireless terminal of claim 25, wherein the predefined game-related

2   event comprises one of capturing an opponent, beating the opponent, killing the opponent, hitting

3   the opponent, seeing the opponent, being captured, being killed, being hit, and being seen by the

4   opponent during the game.

1   27.   The wireless terminal of claim 24, wherein the at least one game-related

2   predefined message comprises at least one of a game-play message to be sent to the preselected

3   destination address during a game, and a game-environment message related to playing a game

4   to be sent to the preselected destination address before or after the game.

1   28.   The wireless terminal of claim 24, wherein the at least one game-related

2   predefined message comprises at least one of voice, text, sound, an image, a picture, and a video.